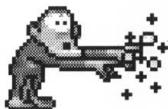


GoBliiins



Goblins



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1 - THE STORY LINE

Three mischievous goblins have to set out on a journey to search for a remedy for their King ANGOULAFRE's illness: he's gone raving mad! The only person who may be able to help him is the clever but cantankerous wizard NIAK, and it's your job to guide them on their journey to find him.

OUPS, IGNATIUS and ASGARD, three inseparable, daring and humorous goblins prepare to set off in search of the miracle cure.

Unfortunately the goblins have never left the comforting security of their kingdom before and have heard all manner of terrifying tales about the characters and animals that live beyond the boundaries of their land.

Here are some of the things rumoured about the OUTSIDE:

NIAK the wizard doesn't like noise and won't open his door to just anyone...at least not unless they pay! Luckily he lives close to a diamond mine. In his absence his bad tempered guard-dog RAGNAROK guards the door. Oddly enough, this strange dog is fond of little birds.

NIAK grows carnivorous plants in his thatched cottage and here he hides his magic potions and objects. It is said that his house has an underground passage where foul spiders and vile zombies guard his much sought after alchemic treasures.

Stories of SHADWIN'S reputation have also reached our ears. This extremely influential old rat has access to other worlds through doors in his lair. He is strongly inclined to help those who work in the name, and cause, of Good and his words of advice are precious. He lives under a field of carrots which provides his only food-source. However he sleeps a great deal and being as he is as deaf as a post it's extremely difficult to rouse him when he is deep in his own mysterious thoughts.

It appears that in a far-flung country there exists a huge floating statue symbolising Serenity, which destroys all Evil and regenerates Strength. GEMELLOR the two-headed, fire-breathing dragon lives nearby. It's difficult to get close to him but his magic flames have the power to consume even the strongest curses and magic spells.

Even further away in his run-down castle lives MELIAGANTE, a very, very sad giant. His only pastime is reading the books that his librarian writes for him. However since he was bitten by a werewolf, BARBONEK only writes very desolate stories in which he laments the loss of his human condition. Consequently MELIAGANTE has fallen into the deepest depression. It is said, however, that in the ruins of the castle is hidden the Secret Weapon which could destroy all evil powers...

2 - THE AIM OF THE GAME



The Goblins have to cross these strange countries strewn with plots that they have to overcome by helping each other and by each one of them using his particular, special talents.

ASGARD is a warrior who only uses his fists - he hits everything in sight and is strong enough to pull himself up ropes and still continue to fight.

IGNATIUS is a magician who can cast spells at a distance. Unfortunately, he's not always able to completely control their effects.



OUPS is the technician of the group, who deliberately collects and uses the various objects he comes across on the journey. His weak constitution allows him to carry only one object at a time.

Each scene is an original mystery punctuated with riddles which you have to solve whilst conserving as much of your energy as possible.

There is an energy quota for the group which is reduced with each incorrect action you take. Amongst the things that take up your energy are:

- falls
- blows received
- shocks
- loss of useful objects
- incorrect usage of objects



- **The fist** : serves to instigate an action. The left mouse button should be pressed to indicate the place or the object to be activated.

The actions differ according to the goblin operative in the chosen spot:

- The magician casts a spell either behind him or at his feet.
- The warrior punches with his fist: when it involves a rope he hangs from it.
- the technician uses the object in his possession either
 - on himself
 - randomly
 - on a precise spot on the screen or
 - on another character

• **The hand**: this only appears with the technician. It serves to collect or deposit objects. In order to pick up an object, place the cursor directly on it and press the left mouse button. In order to deposit the object, place the cursor on the ground and press the left mouse button. As the technician can only have one object in his possession at a time if he should collect a second object, it will be exchanged with the first.

If using the keyboard, move the cursors by using the arrow keys.

The cursor's shape can be changed by pressing the ESC key. To activate a cursor, press RETURN.

3.3 - Quit or Re-load.

At the end of each screen the code of the following screen will automatically be displayed.

In order to quit or re-load the game, place the mouse on the skull icon, press the left-hand button and choose your action. If you want to reload a screen, enter the corresponding code on the keyboard.

4 - A WORD OF ADVICE

Your aim is to find the wizard and get your hands on the remedy that will cure the king. But this task won't be easy, you will be hindered by numerous obstacles or ill-intentioned characters.

This begins with the wizard himself who won't allow you to get too close too easily. A hint to put you on the right track - in the first screen try to get your hands on a pick-axe in order

to extract a diamond from the mine. With this in your possession the wizard will have to let you in....

In addition:

- give a lot of thought to the use of each object.
- use the magician to transform them
- don't forget that the warrior climbs and hits.

5 - START UP PROCEDURE

In the centre of the manual you will find a colour card which serves as an anti-piracy protection device. Keep your manual in a safe place, it will be necessary at each start up.

Make a copy of the program. By using a copy you avoid any risk of damaging the original.

Do not write protect your diskettes during use.

NOTE PC USERS: If you wish to use a mouse please ensure that a Microsoft mouse driver is installed by:

- 1 - Locating MMOUSE.COM on your hard disk, then
 - 2 - Type MMOUSE and press RETURN
- or refer to your user guide.

6 - LOADING FROM THE FLOPPY DRIVE

ATARI ST and AMIGA

- 1 - Insert diskette number 1.
- 2 - Switch on the computer or reboot it. The software will automatically load itself.
- 3 - Select language.
- 4 - Complete the copy protection test described on page 8.

IBM PC and COMPATIBLES (VGA 16 colour, EGA, CGA version)

- 1 - Switch on the computer or reboot it
- 2 - Insert diskette number 1 in drive A (or B)
- 3 - Type A: (or B:) then press RETURN or ENTER key
- 4 - Type GO, then press the RETURN or ENTER key
- 5 - Using the keyboard, select the appropriate language
- 6 - Confirm graphics and mouse configuration

- 7 - In order to bypass both loading screens, press ESC at each one
- 8 - Complete the copy protection test described on page 8

Installation onto Hard Disk

(IBM PC VGA 16 colour, EGA, CGA version)

- 1 - At C> prompt type:
cd\ (RETURN)
md GOB (RETURN)
cd GOB (RETURN)
- 2 - Insert disk 1 into floppy drive
- 3 - At C:\GOB> prompt type
Copy A:*. * (RETURN)
- 4 - Repeat for each disk

7 - INSTALLATION OF HARD DISK VERSION

(IBM PC 256 colour VGA)

- 1 - Switch on your computer and boot DOS.
- 2 - Insert disk 1 into drive A (or B)
- 3 - Select floppy drive by typing A: (or B:) then press RETURN
- 4 - Type INSTALL and press RETURN
- 5 - Follow on-screen prompts

To load game:

- 1 - Type CD\GOB and press RETURN
- 2 - (a) Type GO if you intend to use a mouse
(b) Type GOB if you intend to use the cursor keys
- 3 - Select language
- 4 - Select sound

In order to by pass the 2 loading screens, press escape twice and then protection screen will appear.

Proceed through copy protection test (described on page 8).

WARNING: You must have at least 540K of conventional RAM memory available, excluding extended memory. To check available memory in your computer prior to loading the game, type CHKDSK then press the ENTER key.

NOTE: If you have a version of MS-DOS 4.0 or higher, you should boot your computer with a system diskette that you have made. This procedure is in section 2 below.

1 - The copy protection test

The test takes place on a screen showing a jackpot machine alongside a keyboard having coloured and numbered keys. To start the jackpot spinning, press any key. A code composed of a letter and a three figure number will be displayed. For example C127.

Using your colour card note the colour of the square indicated by the code number. For example, green. On the numeric keypad of your computer, press the key having the number corresponding to this colour, then press the Enter or Return key to confirm your choice or click the appropriate colour on the screen. For further help, press the F5 key.

Should you make a mistake, a message will be displayed on the screen, followed by the help screen. You will then be able to perform a second test. If you make a second mistake, you will have to repeat the whole start-up procedure.

2 - If you possess DOS 4.0 or higher (PC and COMPATIBLES only).

You need to make a system diskette:

1 - Before using the program, insert a blank diskette in drive A (or B) after having started up the computer. Format the diskette, either from your hard disk (C:\>) or from your A or B drive, by typing `FORMAT A:/S` (or `FORMAT B:/S`). Confirm it by pressing the RETURN or ENTER key, then follow the instructions on the screen.

2 - When the operation is completed, reboot your PC using this new system diskette. Leave it in the drive and reboot by simultaneously pressing Ctrl-Alt-Del, or by resetting the computer.

3 - Remove the system diskette from the drive. The game is now ready to be used according to the start up procedure previously described on page 6.

For all further use, on diskette or hard disk, first boot your PC using the new system diskette you have made.

NOTE: If after having booted your PC with new system diskette the keyboard is improperly configured, consult the manual accompanying your computer.